INTRODUCTION

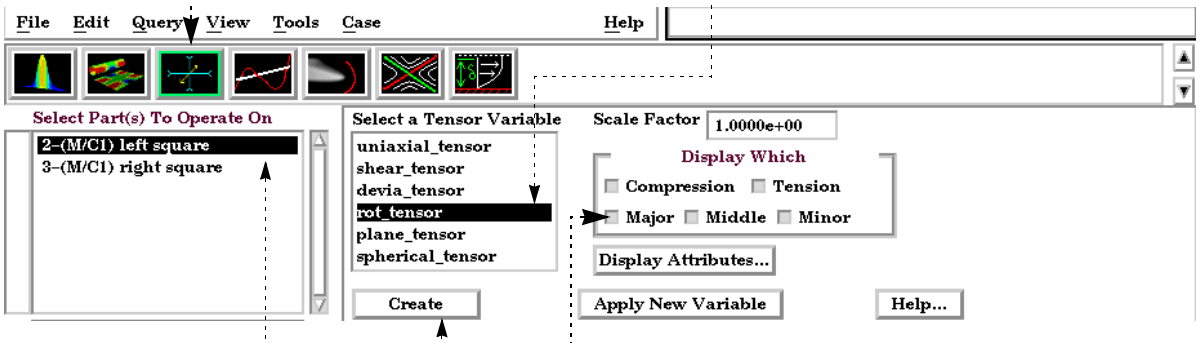
Tensor glyphs display the direction of the eigenvectors for a tensor variable. Controls exist to show just the compressive or tensile eigenvectors, and to selectively show the minor, middle, or major vectors.

Tensor glyphs have numerous attributes including length scale, tips, color, and line width which can be used to indicate compression or tension.

BASIC OPERATION

2. Click the Tensor Glyph icon (by default this icon is on the second row - if you don't see it, click the down arrow for the icon bar).

3. Select the tensor variable to use.



1. Select the parent parts.

4. Select which eigenvectors to display.

5. Click Create.

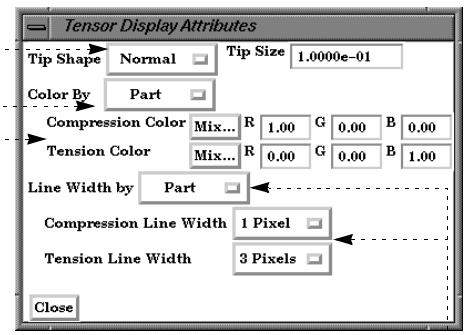
Display Attributes

The glyph's attributes to indicate tension or compression can be modified in several ways. Click the Display Attributes button to open the Tensor Display Attributes dialog:

1. Select the desired tip shape from the Tip Shape pulldown.

Tip Shape Choices:

	None	No tip (default)
	Normal	Single wedge. Good for 2D problems. Plane of the wedge is based on the relative magnitudes of the components.
	Triangles	Two intersecting triangles. Good for 2D/ 3D problems.
	Tipped	End of shaft colored in a different color. Good where other shapes yield too much visual clutter.



2. The glyph can either be colored by the part color, or show a specified color for compressions and tension.

3. The glyph can either be shown with the line width attribute of the glyph, or show a different line width for tension and compression.

OTHER NOTES

Tensor glyphs can be animated by animating the parent part (e.g. a clip plane) over space or time using flipbook or keyframe animation. See How To Create Flipbook Animation or How to Create a Keyframe Animation for more information.

Unlike most part creation operators, tensor glyphs are created from the client's representation of the part - not the server's. For example, if you have a clip plane that is displayed using a feature angle or border representation, only those elements comprising the reduced display will yield tensor glyphs - even though all elements of the clip plane reside on the server. See How to Change Visual Representation for more information.

SEE ALSO

Introduction to Part Creation.

User Manual: **Tensor Glyph Parts Create/Update**